

What is claimed is:

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1. A video game system comprising:
a processor unit for executing game instructions and displaying video images on
a display screen, the processor includes a receiver for receiving wireless identification
and control signal transmissions; and
5 a personalized portable controller comprising:
a plurality of control switches for generating game control signals;
a non-volatile memory for storing personalized identification information
corresponding to a user of the controller; and
10 a transmitter for wireless transmitting of the personalized identification
and game control signals to the processor unit.

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2. The video game system of claim 1 wherein the processor unit further comprises
a memory for storing user information corresponding to a plurality of possible users.
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3. The video game system of claim 2 wherein the user information stored in the
memory of the processor unit is retrieved for use by the processor unit in response to the
identification signal transmitted by the personalized portable controller.
- 20 4. The video game system of claim 3 wherein the identification signal is
transmitted from the personalized portable controller with a transmission of each control
signal.
- 25 5. The video game system of claim 2 wherein the user information stored in the
memory of the processor unit is down loaded from the personalized portable controller
prior to the operation of a video game.

6. The video game system of claim 1 further comprising:

a wireless transmitter located in the processor unit for transmitting updated information to the personalized portable controller; and
5 a receiver located in the personalized portable controller for receiving the updated information for storage in the non-volatile memory of the personalized portable controller.

7. The video game system of claim 1 wherein the personalized portable controller includes a removable rechargeable battery pack.

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8. The video game system of claim 1 wherein the personalized portable controller includes power saver circuitry for reducing the power consumption of the controller when the controller is not in use.

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9. A personalized portable video game controller comprising:

a wireless transmitter for transmitting user personalized information and video game control signals to a video game processor;
a plurality of input controls for generating the control signals in response to movements by a user;
20 a non-volatile memory for storing the user personalized information; and a receiver for receiving wireless transmissions from the video game processor, the received wireless transmissions including data to be stored in the non-volatile memory.

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10. The personalized portable video game controller of claim 9 wherein at least a portion of the user personalized information is transmitted to the video game processor with each control signal transmission.

11. The personalized portable video game controller of claim 9 wherein the user personalized information is selected from the group comprising user name, video game skill level, video game operating preferences, previous video game scores, or user age.

5 12. The personalized portable video game controller of claim 9 wherein the user personalized information is updated during video game operation via wireless transmissions from the video game processor.

10 13. The personalized portable video game controller of claim 9 wherein the user personalized information is transmitted from the controller to the game processor prior to interactive operation of a video game.

14. The personalized portable video game controller of claim 9 further comprising a removable rechargeable battery pack.

15 15. The personalized portable video game controller of claim 14 wherein the personalized portable controller includes power saver circuitry for reducing the power consumption of the controller when the controller is not in use.

Sub. a³ 20 16. A method of operating an interactive video system, the method comprising the steps of:
activating a processing unit;
transmitting personalized information from a controller using wireless transmissions;
25 storing the personalized information in a memory of the processing unit;
transmitting updated personalized information from the processing unit to the controller using wireless transmissions; and
storing the updated personalized information in a memory of the controller.

17. The method of claim 16 wherein the personalized information is transmitted from the controller prior to interactive operation of a video game.

18. The method of claim 16 wherein the updated personalized information is
5 transmitted during interactive operation of a video game.

19. The method of claim 16 wherein the personalized information comprises a user name, user age, and historical interactive data.

Sub. at > 10 20. The method of claim 16 wherein the personalized information comprises a user age, further comprising the step of prohibiting operation of a video game based upon the user age.

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